



## Senior Concept Artist/Illustrator

**We're looking for a Concept Artist or Illustrator to join the ranks of our growing team!**

We're PikPok, New Zealand's longest standing game developer, and we make great game experiences. We want to create and entertain, be successful and enjoy what we do, and we're looking for people who want that too. Over the years, we've built loads of games for all sorts of platforms, most recently titles like *Dungeon Inc.* and *Into the Dead 2* on Android and iOS. Our teams are small, and everyone involved can contribute to the decisions that shape our products. We're always working to build and maintain a safe and fun studio culture and we welcome applications from diverse candidates and those with a range of backgrounds, skills, and experiences.

Which brings us to you - we're looking for a talented Concept Artist or Illustrator who knows how to work well within a highly creative, team-focussed environment. You'll be at home in Photoshop, have a wide range and be able to jump quickly and effectively from one project to another. You'll need to be as comfortable with world building as you are with character design and enjoy a fast-paced environment and the challenges that entails. You'll also need to be a confident and enthusiastic communicator, someone who appreciates collaboration and iteration as means to achieve the very best results.

### You're the kind of person who:

- Takes pride in their work and strives to deliver their best
- Looks for opportunities to grow as an artist
- Is a quick learner
- Is a great communicator and listener, with strong soft skills
- Wants to contribute to building successful teams with good processes
- Accurately estimates work, and can adapt to changing requirements and timelines
- Actively works to collaborate with others in all disciplines

### We're the kind of studio that:

- Loves making great games
- Cares about work/life balance
- Tries to be proactive in understanding your needs through 1-1s and regular feedback rounds
- Can be flexible around family requirements

## You can expect to working on:

- General Concept Art and visual development in support of new IP generation and game pre-production
- Illustration in support of product launches, promotional campaigns and product pitches
- General art and design related material as required

## The ideal candidate would possess:

- A keen and developed creative eye, with the ability to work effectively across a broad range of styles - *in-sync with the type of work and to the level of quality PikPok is known to produce*
- Some experience in a professional illustration or concept art practice/environment
- Some games industry experience
- A proven track record in contributing to successful creative industry projects
- Proven workflow, task management and scheduling skills
- The ability to communicate effectively and with confidence
- A positive 'can-do' attitude, great work ethic and strong sense of initiative
- The capacity to work well under pressure and to efficiently manage tight deadlines
- A willingness to mentor, support and inspire others
- Eligibility for a NZ Work Visa
- Fluency in English

If this sounds like you, then please take the time to look over some of our work by visiting us online at [www.pikpok.com](http://www.pikpok.com). The site is filled with examples of the type of work we're looking for and the level of quality you'll be expected to achieve. Even better and if you haven't already, go and play some of our games!

## Contact:

Please send your application along with a digital copy of your résumé/CV to: [careers@pikpok.com](mailto:careers@pikpok.com). Be sure to include a (clickable) link to your portfolio online and note that applications without an accompanying portfolio will not be considered.